

FIG.1

100 102 104 106 108 110 112 114 116 118 120 122 124 126 128 130 132 134 136 138 140 142 144 146 148 150

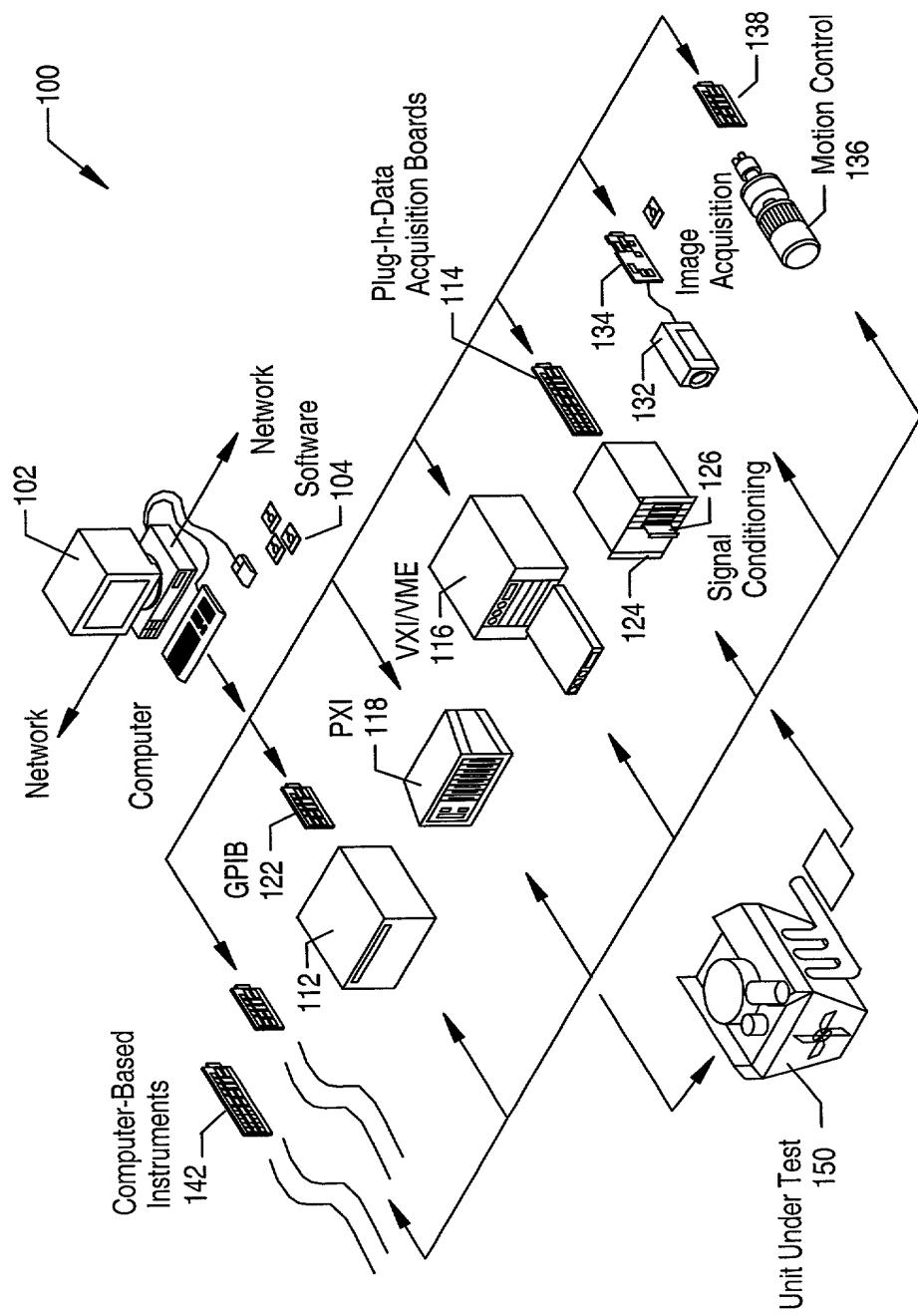


FIG. 2A

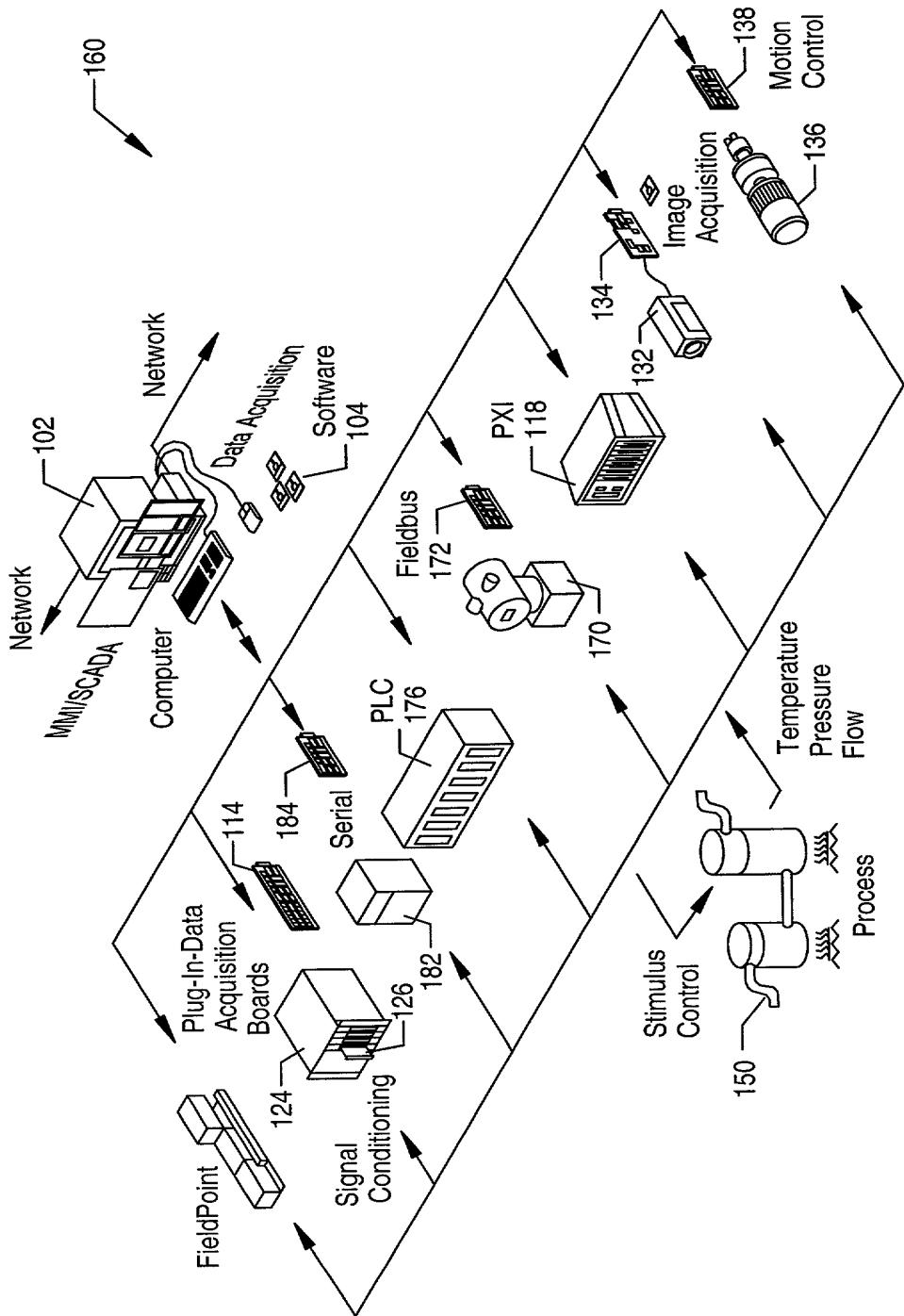


FIG. 2B

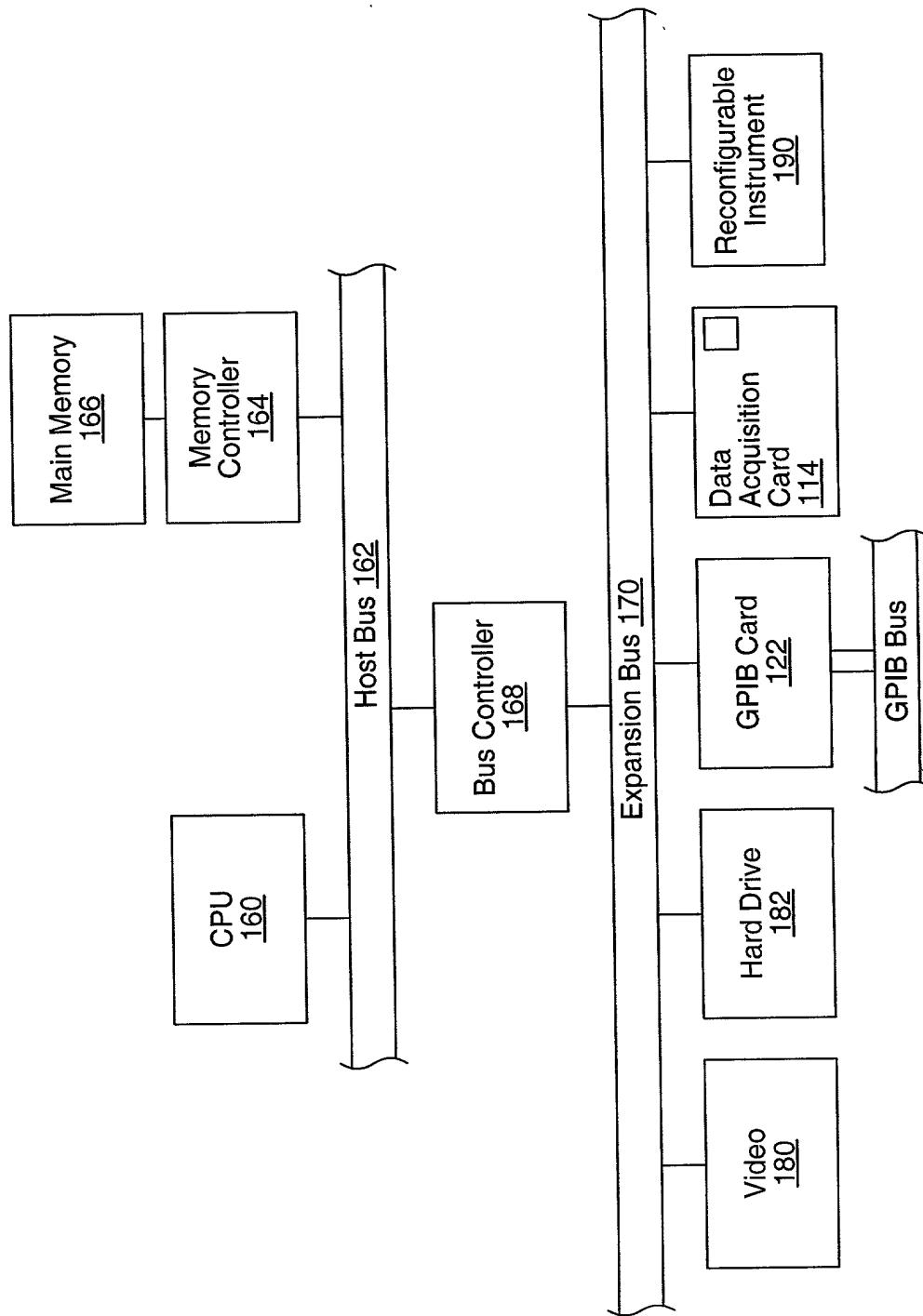


FIG. 3

Developer creates a graphical program generation (GPG) program, wherein the GPG program is operable to generate a plurality of graphical programs, based on received information

200

Specify program information, e.g., in response to user input, wherein the program information specifies desired functionality to be implemented in a graphical program

204

execute graphical program generation (GPG) program

206

GPG program receives information specifying functionality for a graphical program (or graphical program portion)

208

GPG program programmatically generates a graphical program (or graphical program portion) to implement the specified functionality

210

FIG. 4

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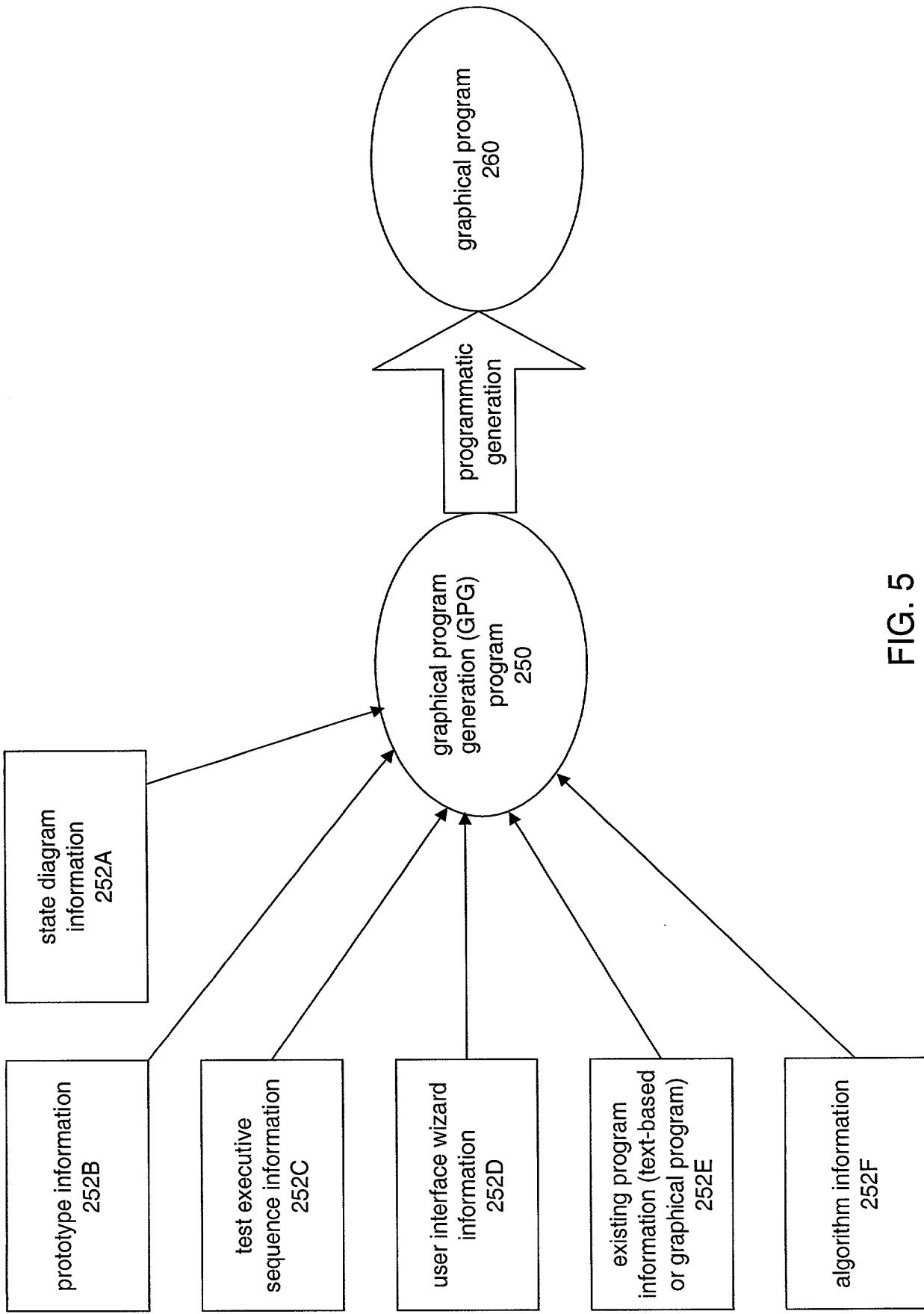


FIG. 5

Display one or more graphical user interface (GUI) input panels, wherein the GUI input panels comprise information useable in guiding a user in creation of a program

300

Receive user input via the one or more GUI input panels, wherein the user input specifies desired program functionality

302

Programmatically generate a graphical program (or graphical program portion) to implement the specified desired functionality

304

FIG. 6

Display a node in a graphical program in response to user input, wherein the node has no functionality or has default functionality

310

Receive user input requesting to specify desired functionality for the node

312

Display one or more graphical user interface (GUI) input panels associated with the node, wherein the GUI input panels comprise information useable in guiding a user to specify functionality for the node

314

Receive user input via the one or more GUI input panels, wherein the user input specifies desired functionality for the node

316

Programmatically generate graphical source code associated with the node to implement the specified desired functionality

318

FIG. 7

1002910 632293360

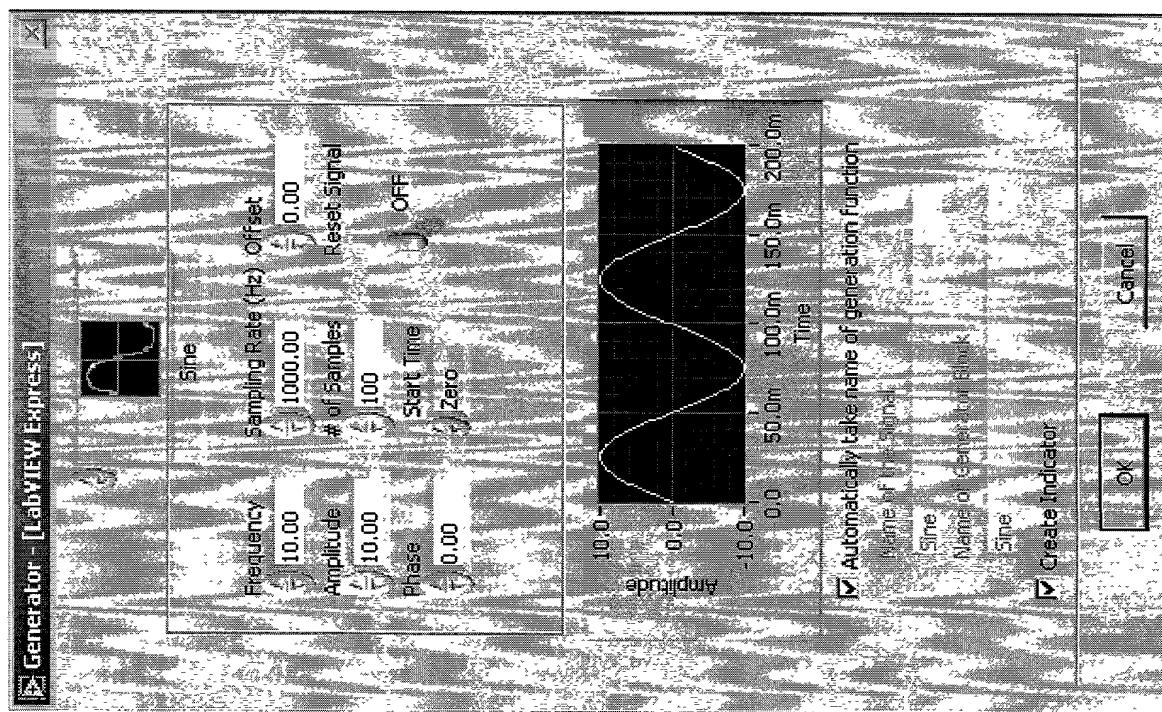


FIG. 8

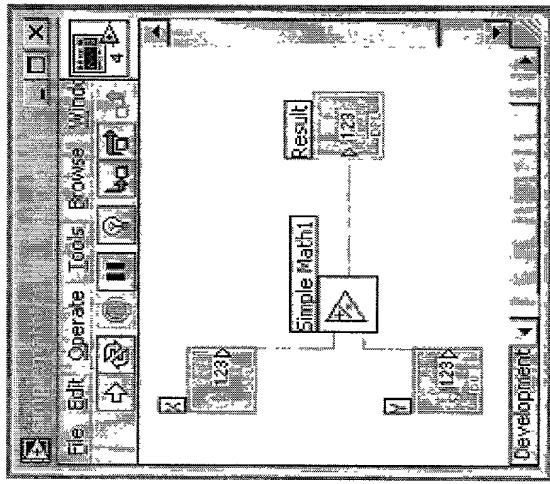


FIG. 9

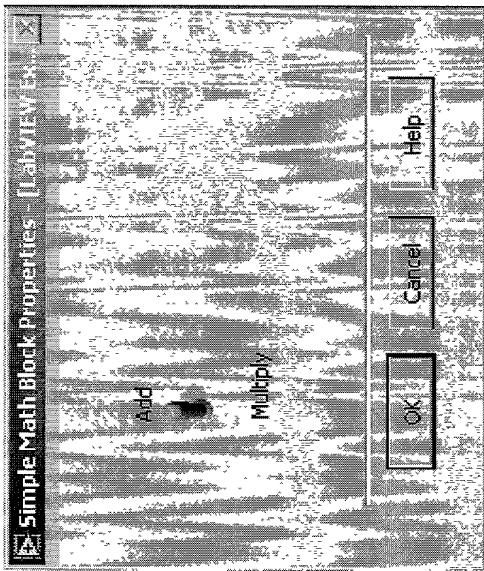


FIG. 10

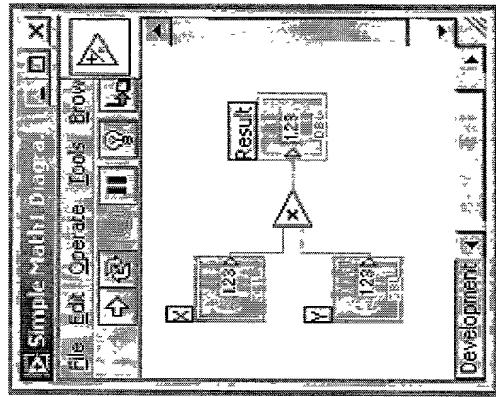


FIG. 11

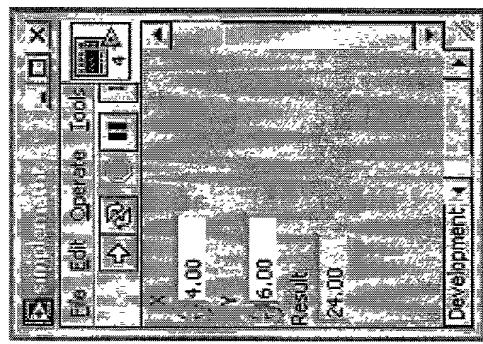


FIG. 12

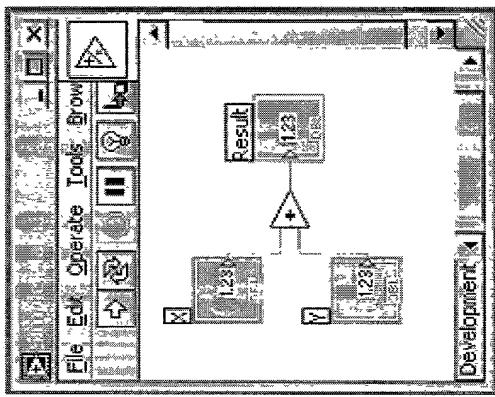


FIG. 13

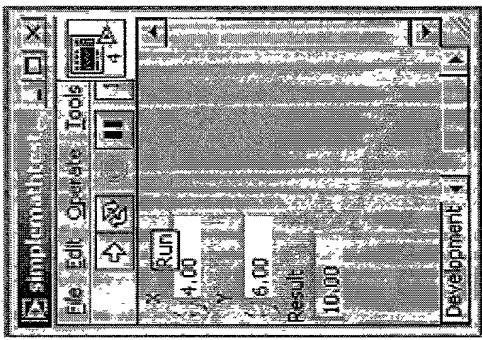


FIG. 14

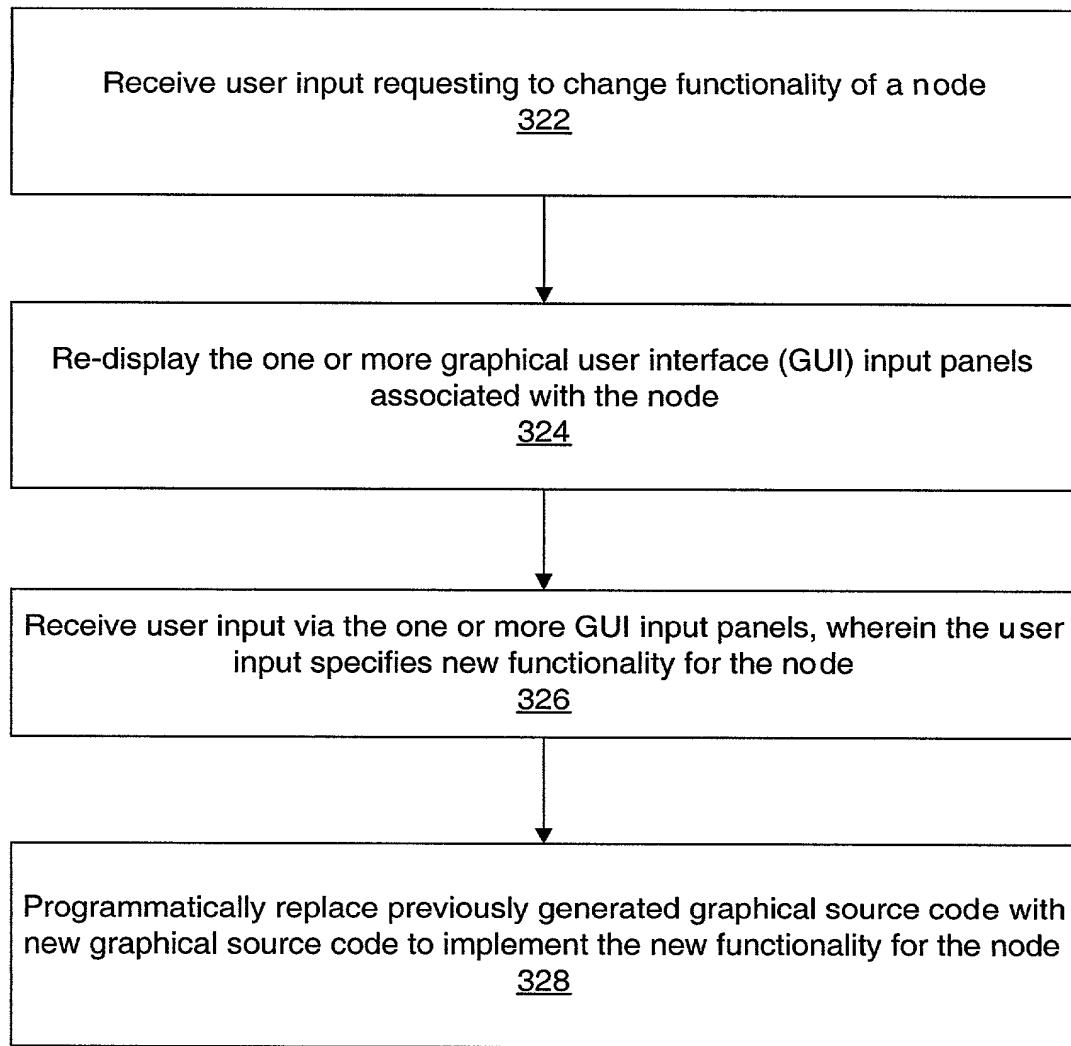


FIG. 15

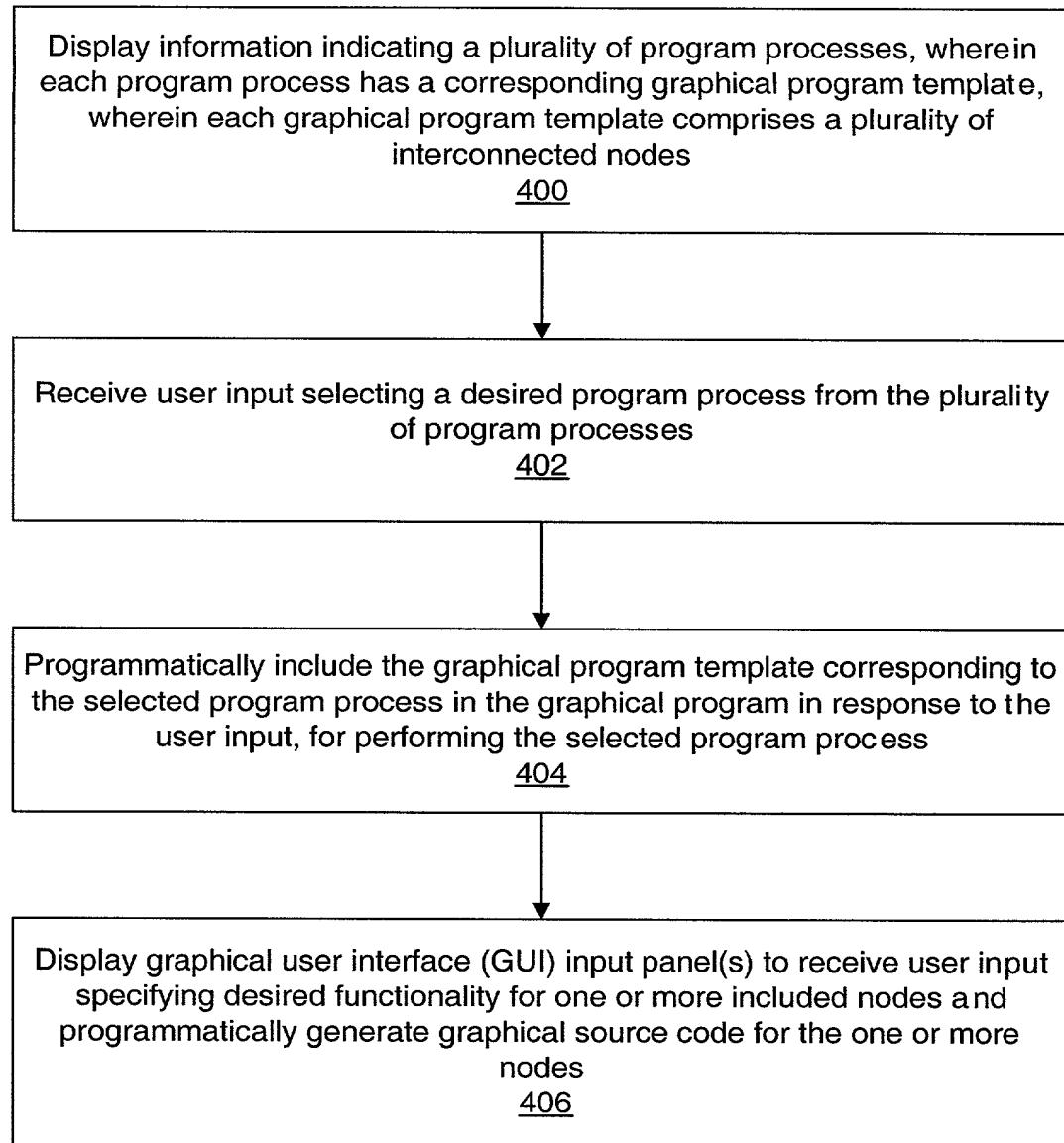
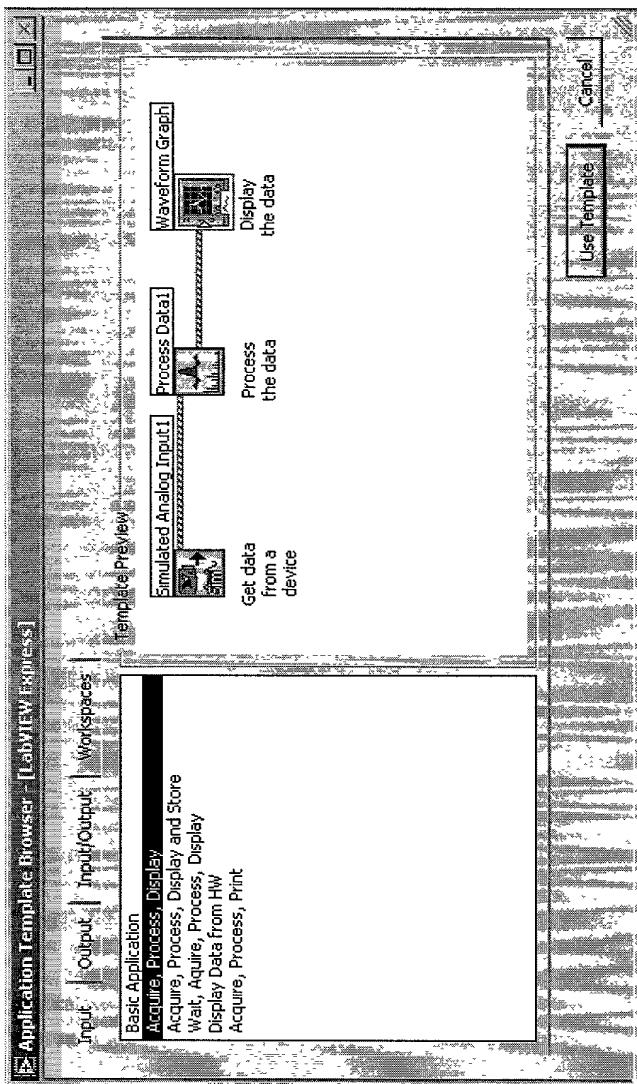


FIG. 16

FIG. 17



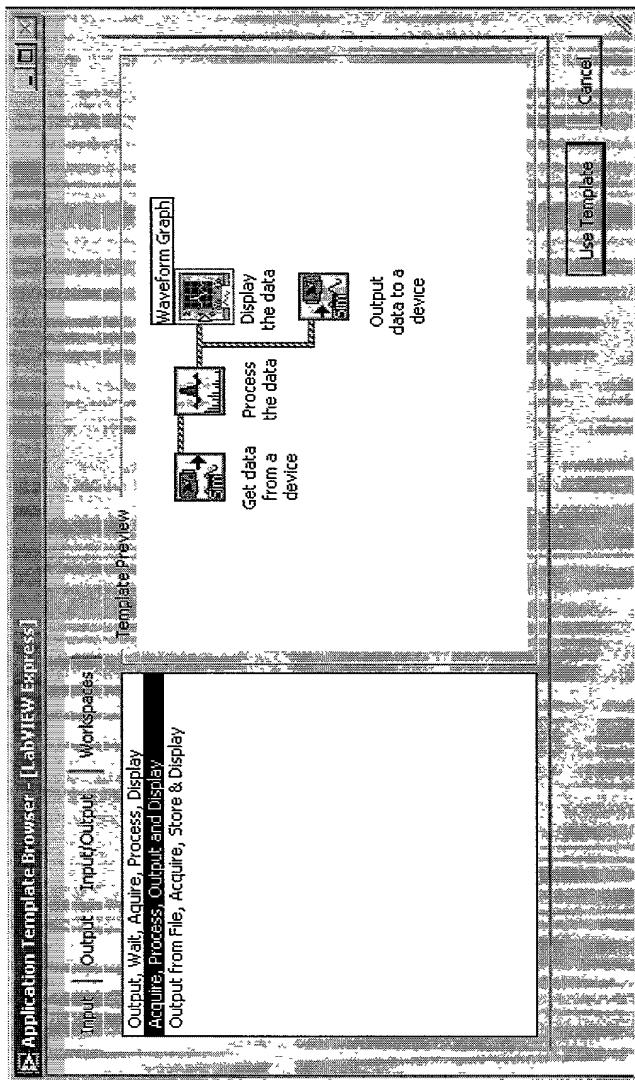


FIG. 18

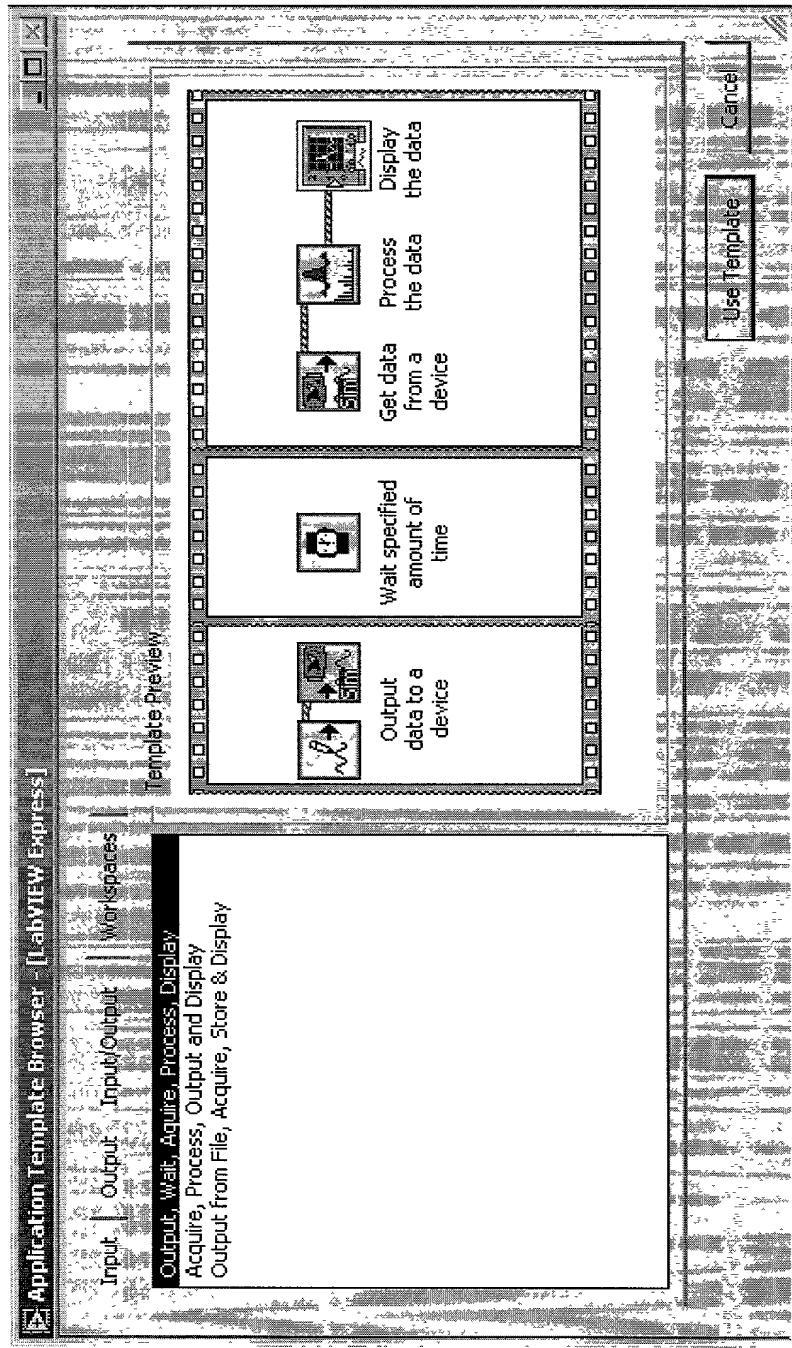


FIG. 19

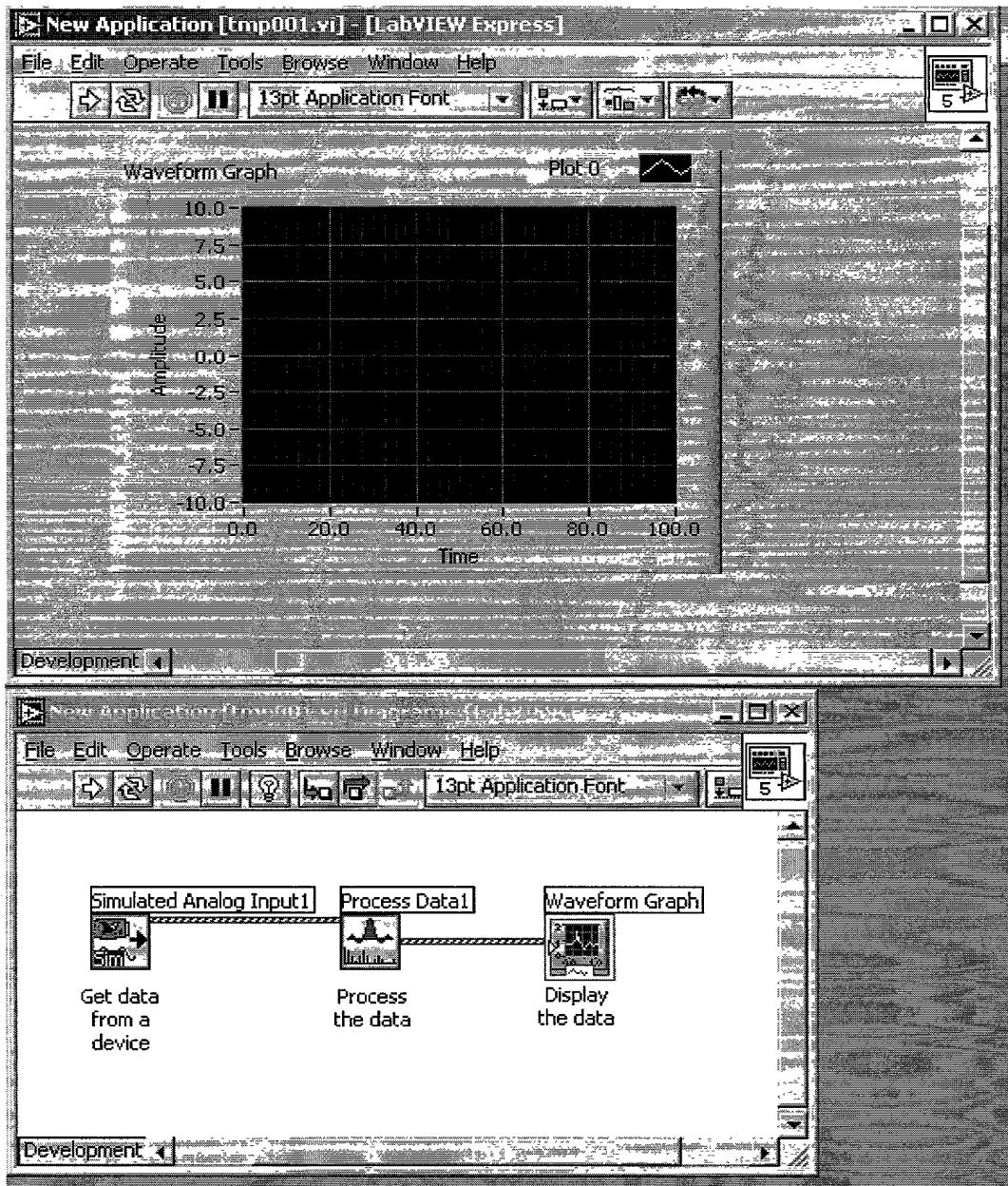


FIG. 20

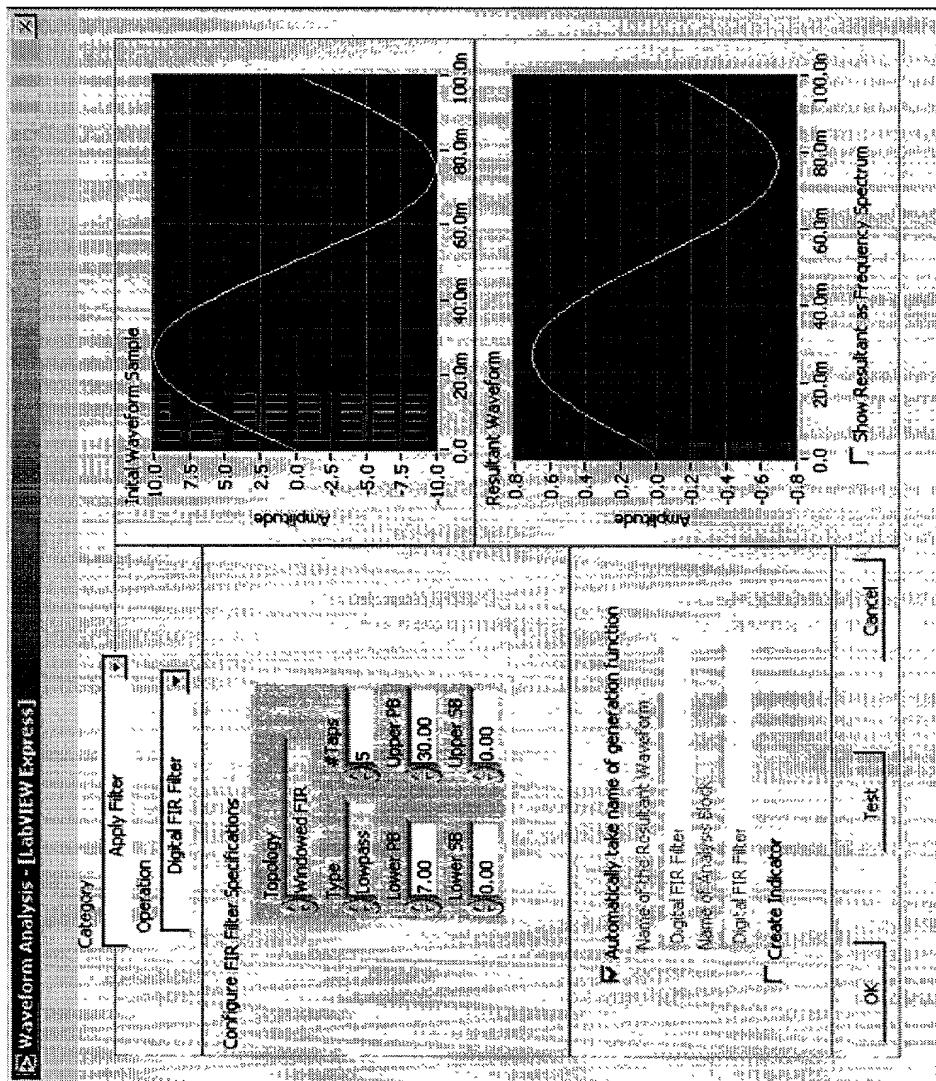


FIG. 21

Display a node in a graphical program in response to user input requesting inclusion of the node in the graphical program

330

Display a graphical user interface (GUI) input panel in response to user input requesting to provide configuration information for the node

332

Receive user input via the GUI input panel specifying configuration information for the node

334

Programmatically create and display input and output terminals for the node, based on the configuration information

336

Connect input and output terminals of the node to data sources/targets in the graphical program in response to user input

338

FIG. 22

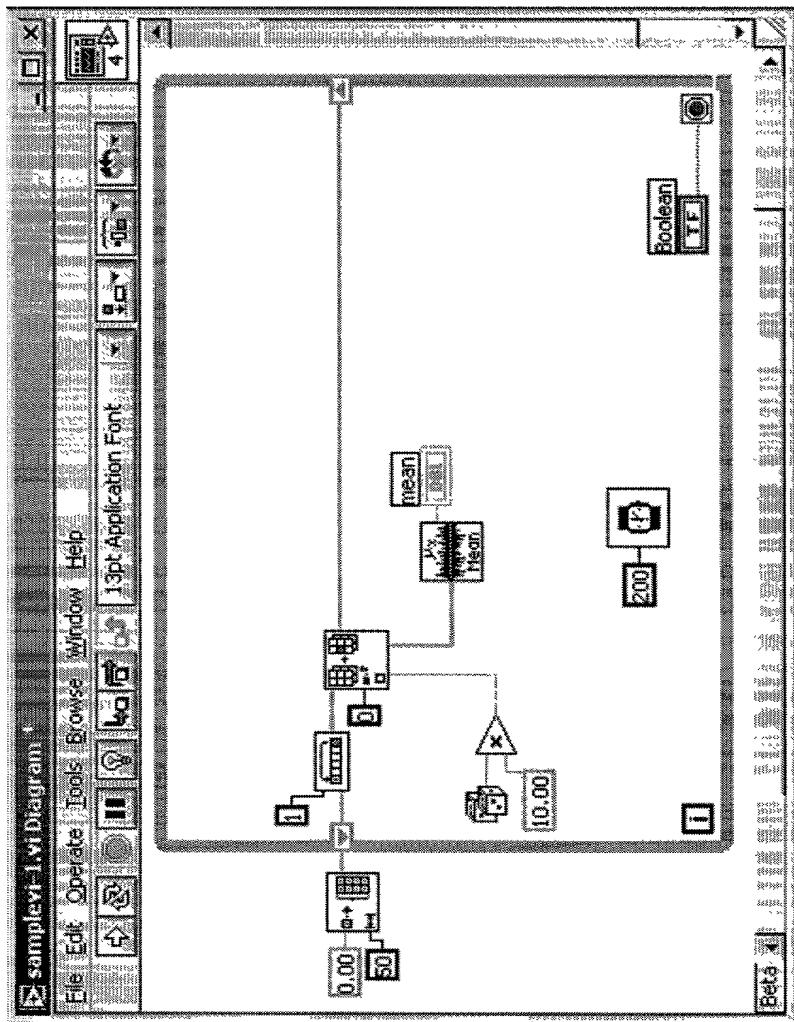


FIG. 23
(PRIOR ART)

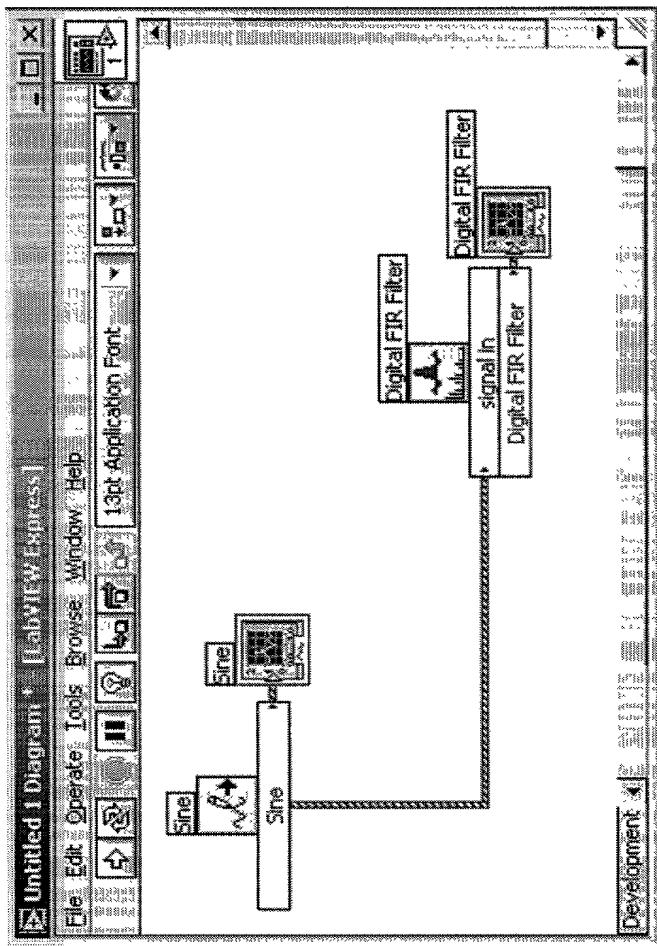


FIG. 24

7 0 0 2 9 0 " 5 2 2 9 3 2 6 0

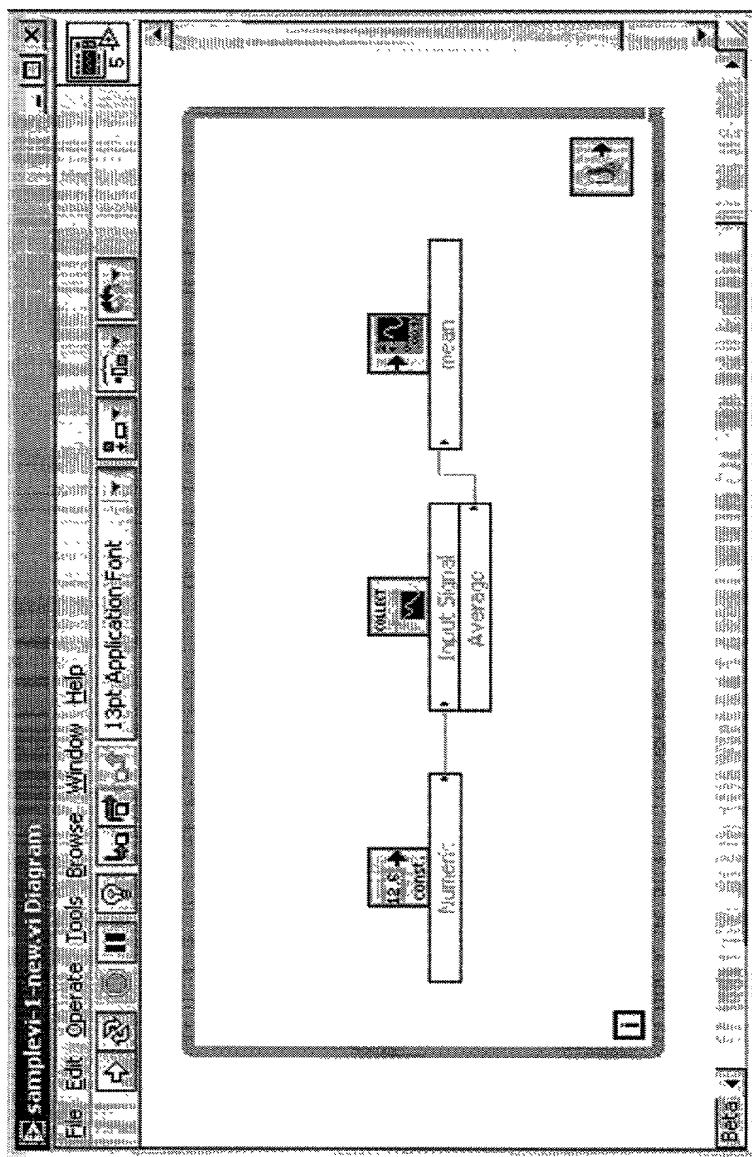


FIG. 25

Display a node in a graphical program in response to user input requesting inclusion of the node in the graphical program

350

Display a graphical user interface (GUI) input panel in response to user input requesting to provide configuration information for the node

352

Receive user input via the GUI input panel specifying configuration information for the node, wherein the user input includes user input specifying an alias for at least one input terminal or output terminal of the node

354

For each input terminal or output terminal for which an alias was specified, display the alias in the graphical program, wherein the aliases visually indicate the corresponding input terminals or output terminals of the node such that the input terminals or output terminals are identifiable for connection to terminals of other nodes in the graphical program

356

FIG. 26

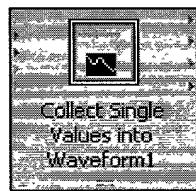
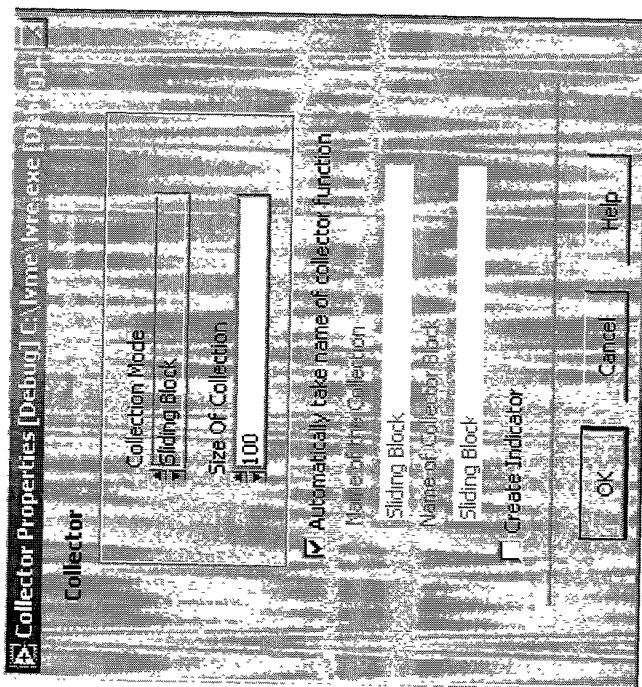


FIG. 27

FIG. 28



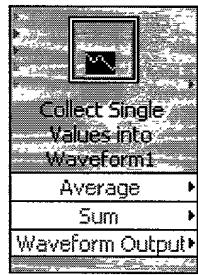


FIG. 29

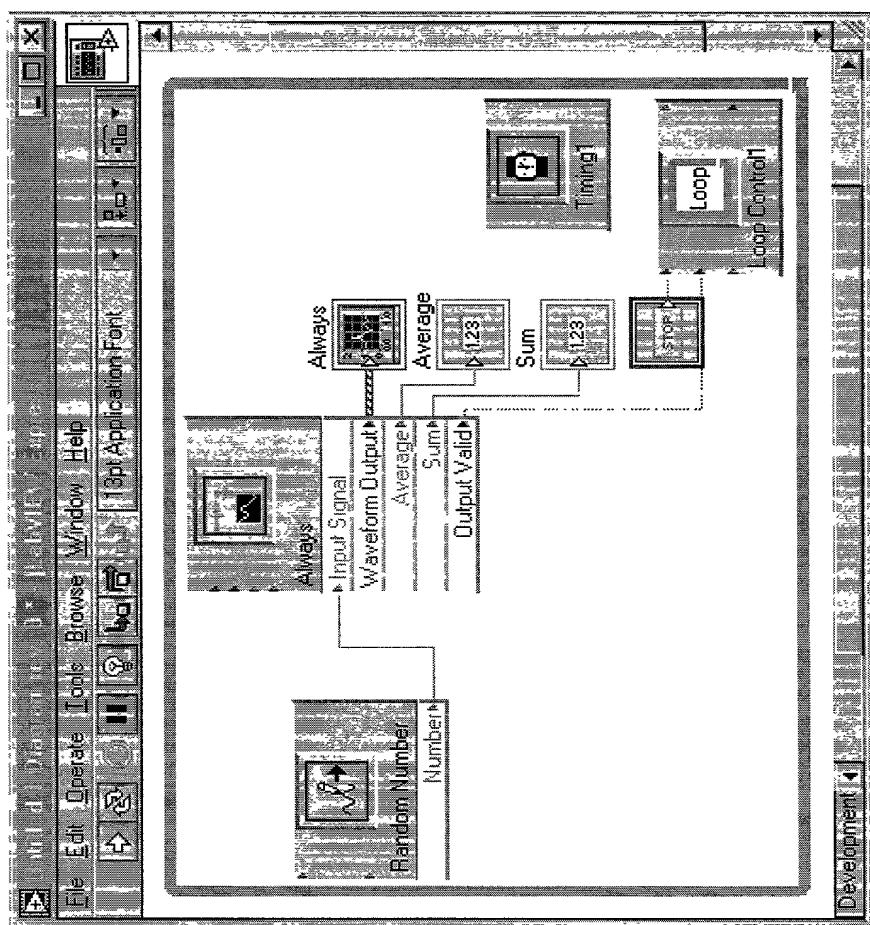


FIG. 30

Y 0 0 2 9 0 " 6 6 2 3 6 0

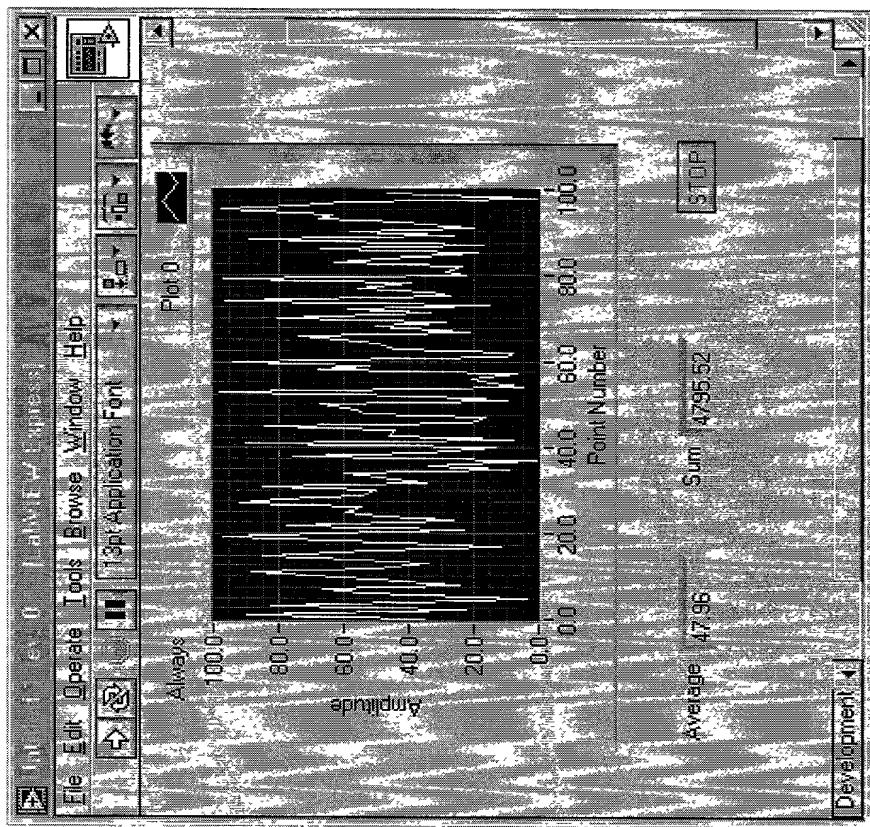
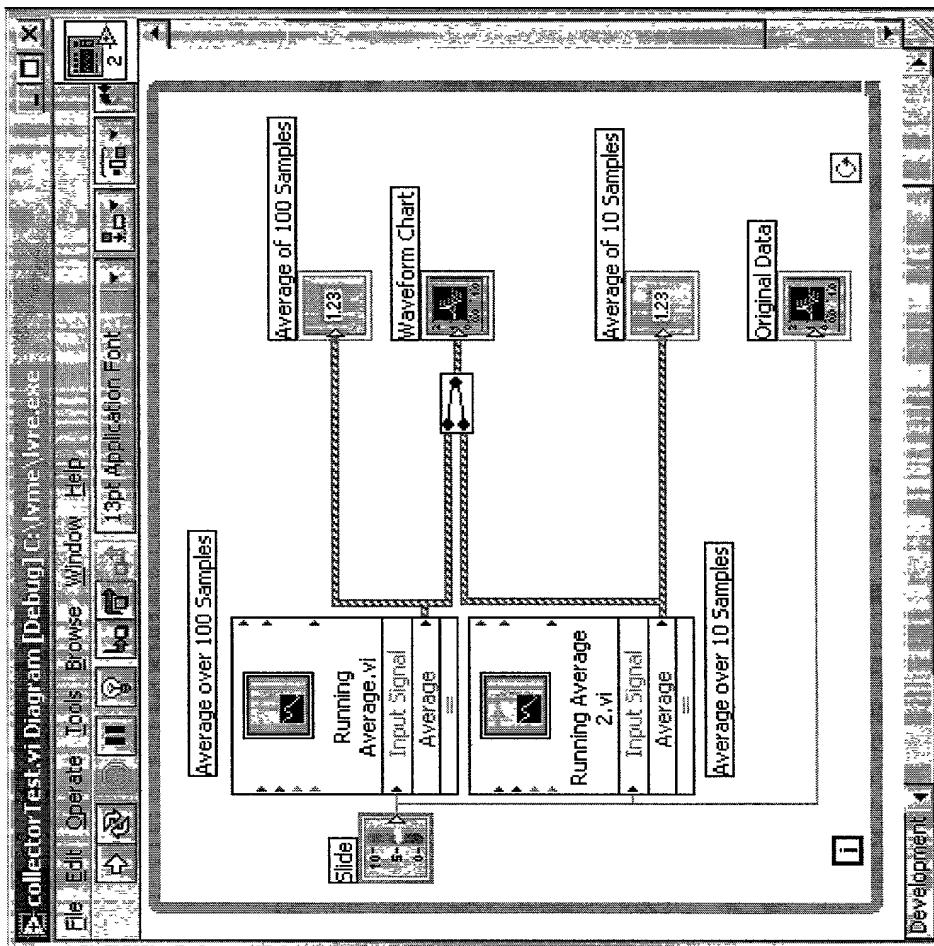


FIG. 31

FIG. 32



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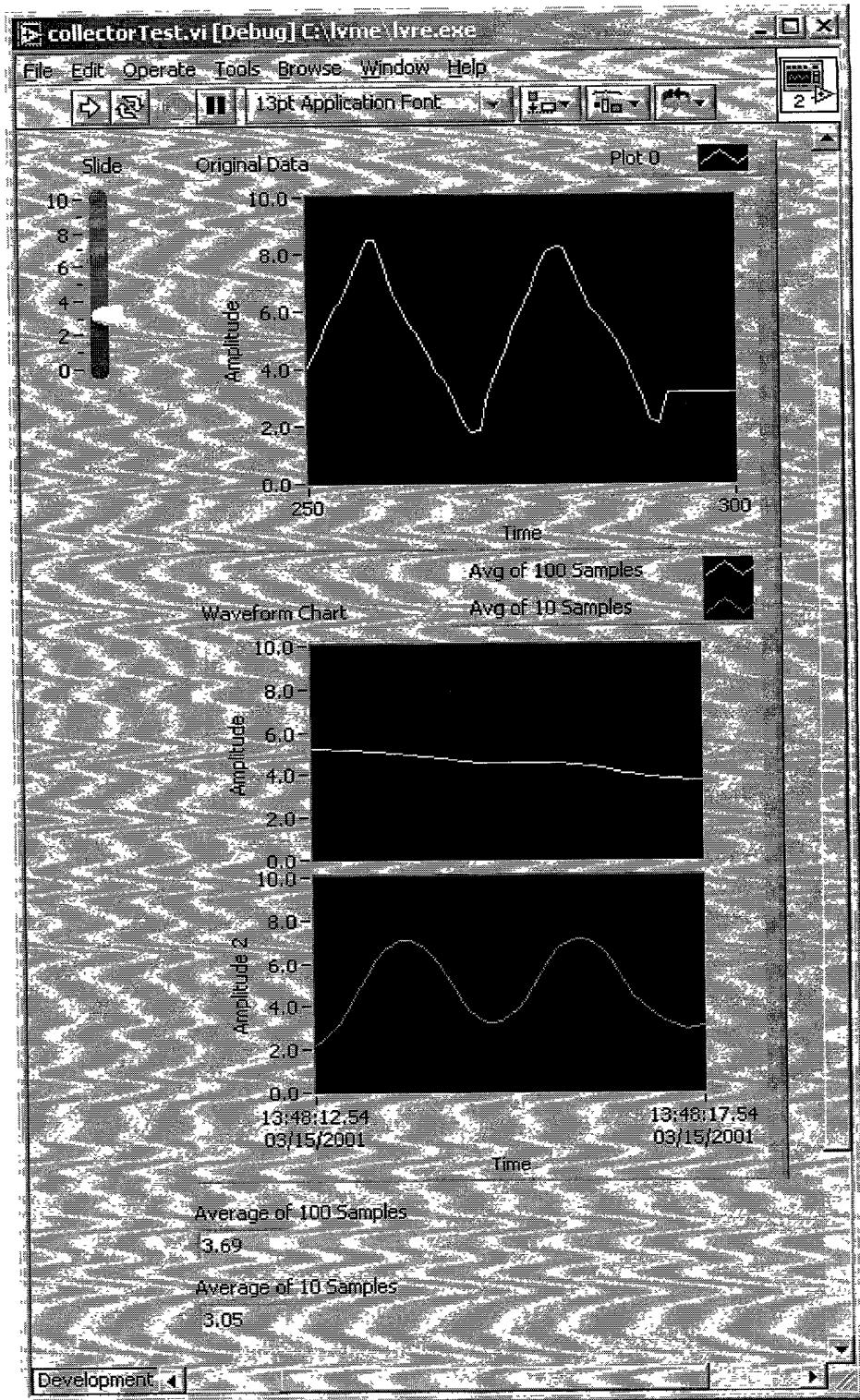


FIG. 33

FIG. 34
(PRIOR ART)

